

CAMERA SCRIPT
BBC-1

Project no.: 2315/8144

"DOCTOR WHO"

Serial Y

Episode Two: THE HALL OF DOLLS

by

Brian Hayles

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CREW 9

CAMERA REHEARSALS:

Friday, 25th March 1966

Studio One, Riverside

10.30 am - 1.00 pm Camera rehearsal (with TK-26)
1.00 pm - 2.00 pm LUNCH
2.00 pm - 7.00 pm Camera rehearsal (with TK-26)

3.30 pm - 4.00 pm TEA
7.00 pm - 8.00 pm DINNER
8.00 pm - 8.30 pm Line-up
8.30 pm - 9.45 pm RECORDING to VT/4T/31653

TRANSMISSION: Saturday, 9th April 1966

BBC
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CAST:

Doctor	WILLIAM HARTNELL
Steven	PETER PURVES
Dodo	JACKIE LANE
Toymaker	MICHAEL GOUGH
King of Hearts	CAMPBELL SINGER
Queen of Hearts	CARMEN SILVERA
Knave of Hearts	PETER STEPHENS
Joker	REG LEVER
3 Ballerina dolls ..	DELIA LINDON ANN HARRISON BERYL BRAHAM

SETS:

THE CELESTIAL TOYROOM
TOYMAKER'S PRIVATE OFFICE
EXT. DOOR, FIRST CHAIR ROOM
INT. FIRST CHAIR ROOM
INT. SECOND CHAIR ROOM
INT. POLICE BOX
EXT. POLICE BOX

RUNNING ORDER

PROJECT NO: 2315/8144 Episode 2.

SERIAL Y

"DR. WHO AND THE CELESTIAL TOYMAKER"

PAGE	SCENE	CHARACTERS	TIME	CAMS/BOOMS	SHOTS
1	TK Opening Titles				
	T/C 'H' last 20" Ep. 1.			2A	1
3	2. <u>Int. Outside door of 1st Chair Room</u>	Steven Dodo	Day	4A.A1.3A.	2 - 5
// recording break //					
4	3. <u>Int. Toymaker's Private Office</u>		Day	2A.A2.3B.	6 - 10
	T/C. 'I' Counters.	Toymaker Dr. Who (V.O) (Steven) On Scanner(Dodo)		4 (in chair room)	
	T/C 'J' Counters				
// recording break //					
7	4. <u>Int. First Chair Room</u>	Toymaker Steven Dodo King of Hearts Queen of Hearts Joker Knave of Hearts	Day	4C.A3.3C.	11 - 25
11	5. <u>Int. 2nd Chair Room</u>	Steven Dodo King of Hearts Queen of Hearts	Day	3D.2B.B1.C1. 1A.	26 - 61
20	6. <u>Int. 1st Chair Room</u>	Steven Dodo Joker Knave of Hearts	Day	4C.A3.3C.	62 - 67
22	7. <u>Int. 2nd Chair Room</u>	Queen King Knave	Day	B1.2B.C1.1A.	68 - 70
// recording break //					
23	7. cont'd.	"		4	71 - 76
24	8. <u>Int. 1st Chair Room</u>	Dodo Steven King Queen Joker Knave	Day	4C.A3.3C.	77 - 84

PAGE	SCENE	CHARACTERS	TIME	CAMS/BOOMS	SHOTS
27	9. <u>Int. Toymaker's Private Office</u> T/C 'L' Tally Recorder On Scanner {Dodo Steven}	Toymaker	Day	4D.	85
28	10. <u>Int. 1st Chair Room</u>	Dodo Steven	Day	A3.3C.4C.	86/87
31	11 <u>Int. 2nd Chair Room</u>	King Joker Queen Dodo Steven Knave Toymaker (V.O) 3 Dolls	Day	B1.2B.C1.1A.	88 - 96
r e c o r d i n g b r e a k					
33	11. cont'd.			4D	97 - 105
35	<u>Closing Titles</u>				

"DOCTOR WHO"

(SERIAL 'Y')

"Doctor Who and the Celestial Toymaker"

by

Brian Hayles

F.I. T/K Opening Titles:

FADE OUT.

TELECINE SEQUENCE

1. INT. THE TOYROOM.

'H'
(last 20" ep.1)

(STEVEN AND DODO
ARE AT THE CUPBOARD.
GOERGE AND MARGARET
ARE BEHIND THEM)

DODO: It can't be empty!

STEVEN: It is - look.

(DODO PICKS UP A
PIECE OF PAPER OFF
THE FLOOR)

DODO: What's this? ... (SHE READS)
Four legs, no feet; of arms no
lack; it carries no burden on it's
back. Six deadly sisters, seven
for choice. Call the servants
without voice. - What does that
mean?

STEVEN: It's a riddle. And
look, there is a door.

(HE PULLS (OR PUSHES)
OPEN THE BACK OF
THE CUPBOARD)

DODO: Perhaps this is to tell
us where the Tardis is.

STEVEN: Or perhaps it's just
another game. Come on. We've
got to find out.

(HE LEADS THE THREE
OTHERS THROUGH THE
DOOR)

1 2 A
SUPOSE SLIDE Caption:
High MCU "The Hall of Dolls"
Trilogic
table
FADE

MUSIC CUE 15

SUPOSE SLIDE Caption:
by Brian Hayles

(4 next)

(1 on 2)

- 3 -

4A. A1. 3A.2. INT. OUTSIDE THE DOOR OF THE
FIRST CHAIR ROOM.

2. 4 A
M.2-S DODO/STEVEN (STEVEN, DODO,
PAN them R. ARE
FACED BY A DOOR
COVERED WITH VARIOUS
DESIGNS OF BOLTS AND
LOCKS. A SIGN SAYS
'PULL TO OPEN')

3. 3 A
LS DODO/STEVEN walking
towards camera. DODO. Is this the next game?
HOLD them to door R.

4 CRAB R.STEVEN: No. But we'll find the
next one behind this door.

DODO: How can you be sure?

STEVEN: Look.

4. 4 A (HE POINTS TO THE
MCU Panel CENTRE PANEL OF
THE DOOR WHERE THERE
IS THE DOCTOR'S TALLY
RECORDER. THE TOP
LINE READS 1023, THE
BOTTOM 415)

DODO: That's the Doctor's move
recorder for his game. /

5. 3 A
M.2-S DODO/STEVEN

STEVEN: Yes, I know. I think
this door is just to delay us. But
we're meant to try and get it open.
The Toymaker is hoping to make us
waste time.(HE STARTS TO UNDO
THE BOLTS, LOCKS,
ETC. DODO HELPS
HIM)(2 next after
Telecine 'I')

- 3 -

STEVEN: (UNDOING LAST BOLT) Right,
that should do it. (HE PULLS) It
won't open.

DODO: But it must!

(SHE HELPS STEVEN TO PUSH).

What's wrong with it! (SHE SEES
SIGN) I know - let's pull instead.

A to 2

3 to B
4 to B (chair room)

STRIKE FLAT

(THEY DO SO. THE
DOOR FLIES OPEN
AND THEY GO INSIDE).

R E C O R D I N G B R E A K

2A. A2. 3B

3. INT. TOYMAKER'S PRIVATE OFFICE

TELECINE SEQUENCE '1'

(WE OPEN ON THE TALLY
RECORDER MOVING FROM
415 to 416, THEN OPEN
UP TO SEE THE
TRIANGULAR TABLE.
AT PRESENT THE POSITION
IS:

ON 'A' ARE COUNTERS
0 AND 7. ON 'B' ARE
COUNTERS 9,8,5,4,3,2,1.

(5 on 3)

ON 'C' IS COUNTER 6.

WE SEE THE DOCTOR'S
HAND (THE ONLY PART
OF HIM THAT IS
VISIBLE) PICKS UP
COUNTER 1 AND PUT IT
ON TOP OF COUNTER 6.

THE TALLY RECORDER
REGISTERS 417)

end T/C '1'

DOCTOR WHO: (VOICE ONLY) I
haven't made a mistake yet.

6. 2 A.

MS TOYMAKER by
dolls house.
See table fgd.

TOYMAKER: Let us hope not, Doctor.
I would hate you to end up in
my dolls house.

(HE INDICATES THE HOUSE)

I had reserved that fate for your
two friends.

PAN TOYMAKER
L. to desk

Lose table.

DOCTOR WHO: (VOICE ONLY) They'll
win too.

TOYMAKER: No. They will lose
one of the games and then like
the two clowns they will
become my toys. We shall be able
to amuse ourselves for all
eternity. If it suits me.

DOCTOR WHO: (VOICE ONLY) What
do you mean?

TOYMAKER: Remember the argeement:
They have to find your Tardis
before you finish your game.
(cont...)

(4 next)

(6 on 2)

TOYMAKER: (cont) If they don't then I keep the Tardis, and you'll have to stay here ... and you'll be in my power forever. When that happens my mood is going to be very important.

7 4 B (HE LOOKS UP/AT THE
MS Chair room SCANNER)

(fed to Scanner)

8. 3 B Deep shot over
DOCTOR'S chair
to Scanner

Your friends have reached their next test.

DOCTOR WHO: (VOICE ONLY) That game! I might have known ...

Steven, Dodo - take care! It's chair number -

9. 2 A (THERE IS A SUDDEN /
MS TOYMAKER SILENCE. THE TOY-
and desk. MAKER MOVES ROUND
TO THE DESK AND
HOLD him to chair. FLICKS OFF THE TALK-
BACK)

TOYMAKER: You fool! Now I have been forced to make you dumb as well as intangible. You cannot speak until you reach the second last move of the Trilogic game. (HE PAUSES) Now, let them play their games, whilst you play yours.

(HE CHANGES THE PITCH
OF HIS VOICE)

(2 next after
Telecine 'J')

Go from move number: four hundred and forty two! And no more clever tricks if you please!

TELECINE SEQUENCE 'J'

(THE COUNTERS MOVE
THEMSELVES INTO
THEIR NEW POSITIONS.
ON 'A' ARE COUNTERS
0, 7 and 2. ON 'B'
ARE COUNTERS 9, 8,
AND 3. ON 'C' ARE
COUNTERS 6, 5, 4, AND 1.

THE DOCTOR'S HAND
MOVES TO THE BOARD.

10. 2 A

MS TOYMAKER

HOLD him L. and
PAN DOWN as he
throws cards on
floor. Find
KING and QUEEN

B to 1
A to 3

4 to C
3 to C
1 to A
2 to B

(THE TOYMAKER MOVES TO THE
LEFT. / - PICKS OUT A PACK
OF PLAYING CARDS. HE
SPREADS THEM OUT).

TOYMAKER: Your friends managed to
outwit my clowns. I shall have to
pick some more worthy opponents
from now on.

(HE LOOKS DOWN AT THE CARDS:
SELECTS THE KING, QUEEN AND
JACK OF HEARTS).

I think perhaps the Heart Family.
They've had plenty of experience
in a great variety of games.

R E C O R D I N G B R E A K

4. INT. FIRST CHAIR ROOM

4C. A3. 3C.

11. 3 C

M.2-S STEVEN/DODO

(A SMALLISH ROOM WITH A
PASSAGE LEADING
OFF IT TO THE SECOND
CHAIR ROOM.

IN THIS FIRST ROOM ARE
THREE VERY ORNATE
COMPLICATED LOOKING
CHAIRS (THEY NEEDN'T
MATCH). EACH OF THEM IS
CLEARLY MARKED WITH A
NUMBER - 1, 2 OR 3.

STEVEN AND DODO SHOULD BE
LOOKING UP.

STEVEN: The Doctor was trying to warn
THE TOYMAKER APPEARS, THE us.
EFFECT BEING THAT HE
MATERIALISED IN A FLASH) /

12. 4 C

3-S DODO/STEVEN/
TOYMAKER

TOYMAKER: I am seriously annoyed
with your friend. Once again he
tried to talk to you. For that
I had to deprive him of his voice.
Let it be a warning to you. Play
the games according to the rules
I set. Or else give up now. /

13. 3 C

T.2-S DODO/STEVEN

STEVEN: The rules you set!
Your players break them - they cheat.

DODO: How can we believe anything you say? Everything is so strange here.

STEVEN: Yes, for all we know that voice may not have belonged to the Doctor at all. Perhaps it was you leading us towards another trap./

14. 4 C
MCU TOYMAKER

TOYMAKER: I am glad to see you are at last treating me with respect./

15. 3 C
MCU DODO
HOLD her fwd.

DODO: Only as long as you've got the Doctor! After that, we'll see who the .../

CLEAR TOYMAKER FAST

16. 4 C
2.S STEVEN/DODO
They cross away to
bgd.

STEVEN: I shouldn't worry. He's gone again.

(WE SEE THAT THE TOYMAKER HAS DISAPPEARED)

17. 3 C
M.S. KING/QUEEN enter. (THE DOOR OPENS: THE QUEEN PAN them R. Find chairs 1 and 2 in fgd.
OF HEAVENS ENTERS, FOLLOWED BY THE KING - A SHORT-SIGHTED MAN WEARING OVER A PAIR OF OLD-FASHIONED SPECTACLES).

QUEEN: Is this the room?
(LOUDER) Is this the room, I said.

KING: (BLINKS AT IT) I think so, my dear.

QUEEN: (LOOKING AT STEVEN AND DODO WITH GREAT DISTASTE) And I suppose these are the people we have to play with.

HOLD KING fwd.
to find STEVEN/DODO

KING: (SHUFFLES OVER, LOOKS THEM UP AND DOWN) Peasants, my dear.

Let KING go R.

QUEEN: (NODDING) Peasants.

STEVEN crosses to fgd. See QUEEN in bgd. between STEVEN and DODO.

STEVEN: Now just a minute. Who do you think you're calling peasants ...

DODO: Steven! Don't you see who they are?

STEVEN: They do look rather familiar.

DODO: They're playing cards.
We're to play our next game
with a couple of playing cards.

18. 4 C
2-S. QUEEN/KING
between chairs.

STEVEN: The Toynaker's warped
sense of humour, I suppose. /

QUEEN: (WHO HAS BEEN INSPECTING
THE CHAIRS. THE KING HAS BEEN
STARING UP AT THE CEILING IN A
REVERIE). None of these looks
in the least like your throne.

19. 3 C
T.2-S STEVEN/DODO

KING: Eh! Oh, yes, my dear. Not
like my throne! Er, no! they don't!
The Toynaker said we'd find them in
here though, didn't he? /

STEVEN: (TO DODO) What was that
riddle again?

DODO: "Four legs, no feet; of
arms no lack - it carries no
burden on its back."

STEVEN: That must be those chairs.

DODO: But what about the rest?
"Six deadly sisters, seven for
choice. Call the servants without
voice."

STEVEN breaks
see QUEEN/KING
in bgd.

STEVEN: That can't be the chairs -
there's only three of them.

QUEEN: You're not paying the least
attention again. I warned you - if
we don't find that throne - he'll
keep us here. We'll be playing
cards through all eternity.

KING moves fwd.

KING: (LOOKING VACANT AS USUAL)
Ah, a good point m'dear. Yes, got
to find the throne. (HE GOES
FORWARD TO RE-EXAMINE THE CHAIRS
AGAIN). /

20. 4 (crabbed R.)
M.2-S. STEVEN/DODO

DODO: What do you make of them -
they seem almost like real people.

HOLD them to
exit R.

STEVEN: Ignore them. They've
been sent here to distract us.
Let's take a look down there.

(THEY SLIP AWAY DOWN THE
PASSAGE). /

21. 3 C
M.2-S. QUEEN/KING

PAN QUEEN to door L. QUEEN: Where's that Knave?
(CALLING) Cyril! Cyril! Tormenting
the Joker as usual, I expect.

Pick up KNAVE and
JOKER in 3-S.

(THE KNAVE OF HEARTS
(CYRIL) ENTERS, PRODDING
THE JOKER BEFORE HIM WITH
HIS SWORD. CYRIL IS A
'BILLY BUNTER' OF A BOY,
SHORT AND FAT - THE JOKER
IS TALL, STOOFING AND RATHER
DISPIRITED LOOKING)

Let JOKER go R.

JOKER: (PLAINTIVELY) Did you have
to give him that sword?

QUEEN: Quiet fool! Cyril, what
are you doing?

CYRIL: (SHEATHING SWORD) Nothing -
just playing with the fool. I'm
hungry.

Let KING in R.

22. 4 C
MCU JOKER

KING: The boy's always hungry. /

JOKER: (UNDER HIS BREATH) He's a
pig. /

23. 3 C
3-S. JACK/QUEEN/
JOKER

QUEEN: What did you say?

JOKER (TIREDLY) I thought there
was a throne to find.

24. 4 C
2-S. QUEEN/KING

QUEEN: There is. / (LOOKS AROUND)
Where have those peasants gone?

KING: Through that door, n'dear.

QUEEN: Why didn't you tell me?
We must follow them. Fool, you stay
here and keep an eye on these chairs.

(3 next)

(24 on 4)

KING: Now the fool's here,
couldn't we have a joke or two?

QUEEN: No. Come on!

KING: Just a riddle then - a
herry quip?

25. 3 C
2-S. JOKER/KING

Let KING go R.

(THE JOKER LOOKS EVEN
MORE DISTURBED)

QUEEN: O.O.V.
Are you coming?

Let JACK in L.

(THEY EXIT. ...)

CYRIL
DRAWS HIS SWORD OUT, AND
EXPERIMENTALLY POKES
ONE - NOTHING HAPPENS).

3 repos to D

3D. 2B. B1. C1. 1A.

5. INT. SECOND CHAIR LOCH

26. 1 A

LS over chair 7.
See STEVEN/DODO
coming up ramp.

(SLIGHTLY LARGER
THAN THE OTHER ROOM).

(2 next)

(26 on 1)

PULL BACK to
wider shot as
STEVEN & DODO
enter to see
4 chairs

AROUND THE WALL
ARE FOUR TARDIS
SHAPED CUPBOARDS
BUT THEY ARE
FITTED INTO THE
WALLS.

THERE ARE FOUR
MORE CHAIRS IN
THIS ROOM LIKE
THE THREE BEFORE.

THESE ALSO HAVE
LARGE CLEAR NUMBERS
ON THEM: 4.5.6.7.

STEVEN AND DODO
ARE IN THE ROOM)

27. 2 B
M.2-S. DODO/
STEVEN

STEVEN: Four here and three
in there - It is the chairs.
"Six deadly sisters, one for
choice". I suppose that means
six are dangerous.

DODO: And only one of them
is the right one.

STEVEN: We'll have to work it
out by elimination. But how?
And how dangerous are they?

(HE CROSSES TO
ONE AND IS ABOUT
TO SIT DOWN)

28. 1 A
MCU DODO

DODO: (SUDDENLY) No -
Steven - don't.

STEVEN: (STOPS) What's
wrong.

DODO: Don't risk it. None of
the toy maker's toys are jokes.
Six of these chairs will destroy
us.

29. 2 B
Tight 2-S.
DODO/STEVEN

STEVEN: What a charming thought.
(cont ...)

(1 next)

STEVEN: (cont) But you're probably right.

RETAIN 2-S.
as STEVEN crosses
L. to cupboard (1)

(HE MOVES AWAY,
AND LOOKS AROUND)

Dodo, have you noticed every
cupboard in here is like the
Tardis?

DODO: Yes, but - they may be
as dangerous as the chairs.

STEVEN: I don't think so.
There are only four of them.
There were none in the other
room.

30. 1 A
MCU Dolls
(HE CROSSES AND
OPENS ONE. /
INSIDE ARE TWO
LIFE-SIZED DOLLS. MUSIC CUE 17
DODO SHRIEKS)

31. 2 B
a/b
PAN STEVEN R. to
cupboard (2).
lose DODO.
It's all right. They're only
dolls. /
(HE OPENS A SECOND
DOOR AND FINDS
TWO MORE)

32. 1 A
MCU DODO.
HOLD her to
cupboard (3) R.
DODO: I've got it - We'll
use the dolls to sit in the
chairs. If we've got enough,
that is. That's four here.

33. 2 B
MS Dolls and DODO
(SHE CROSSES TO A
THIRD CUPBOARD
AND OPENS IT.
INSIDE ARE THREE
DOLLS)
These three make up the seven.

(1 next)

(33 on 2)

(SHE IS ABOUT TO
REACH IN)

STEVEN in L.

STEVEN: (SUDDENLY) Don't
touch the dolls!

DODO: What's wrong?

STEVEN: There are seven of
them. They could be dangerous
too.

DODO: But the riddle said
"six deadly sisters" - some
of these are men dolls.

STEVEN: What was the last line?

DODO: (REMEMBERING) "Call
the servants without voice" ...
But you can't call something
without speaking!

STEVEN: But they haven't got
voices. We have.

34. 1 A
High shot of room
STEVEN/DODO R. of
frame.
Cupboards (1) & (2)
in bgd.

(HE TURNS BACK TO
ONE OF HIS OWN
CUPBOARDS AND
CALLS OUT:)

Dolls! Come out.

(THERE IS A PAUSE
WHILST BOTH OF
THEM WAIT.

DODO IS CLEARLY
FRIGHTENED THAT
THE DOLLS MAY
COME OUT)

(2 next)

They must be the servants -
perhaps it's just some old
poetic term the "call" bit.
(cont ...)

35. 2 B
MS STEVEN
PAN him L. to
cupboard (2) then
to (1)

(HE CROSSES TO
ONE OF HIS TWO
CUPBOARDS AND
REACHES IN AND
GETS A DOLL OUT)

STEVEN: (cont) Nothing's
happened yet!

BOOM A
MOVE POS. TO
LET 3 THROUGH

(HE QUICKLY PULLS
OUT THE OTHER
AND DUMPS THEM
BOTH ON THE FLOOR.

HE MOVES ONTO
THE SECOND CUPBOARD
AND IS GETTING THE
DOLLS OUT OF THERE.

DODO IS LOOKING
AT THE FOURTH
CUPBOARD)

36. 1 A
MS DODO

DODO: With the seven dolls
in three cupboards, what's that
other one for?

STEVEN in L.

HOLD STEVEN to
cupboard (4)
RETAIN 2-S.

(STEVEN STOPS AND
LOOKS AT THE ONE
SHE INDICATES)

STEVEN: Perhaps ... It could
be the real Tardis.

(HE DROPS THE SECOND
PAIR OF DOLLS ON
THE FLOOR AND
CROSSES TO THE
FOURTH CUPBOARD.

HE TRIES THE DOOR
BUT IT WON'T OPEN.

DODO JOINS HIM.

37. 2 B
MS Cupboard (3)

NEITHER OF THEM /
NOTICE BUT THE
THIRD CUPBOARD DOOR
SLIDES SHUT, /

38. 3 D
MS Cupboard (2)

SILENTLY OF IT'S
OWN VOLITION AND SO
DO THE TWO EMPTY ONES) /

39. 2 B
MS Cupboard (1)

(39 on 2) A

~~T.2-S. DODO/STEVEN DODO: It won't open!~~

STEVEN: But of course - the doctor has the key.

41. 2 B

~~M.2-S DODO/STEVEN~~

(AT THAT MOMENT THE NOTICE LABEL SLIPS AWAY.)

See tally recorder in door

UNDERNEATH IS THE DOCTOR'S TALLY RECORDER. THE BOTTOM LINE READS: 526)

PAN them L. to dolls

No! The doctor is over half way. We will have to find out what we've got to do here first. Come on, hurry up before the others get here.

42. 1 A

~~MS KING/QUEEN enter~~

(THEY TURN ROUND TO GO AND GET THE DOLLS WHEN THE KING AND QUEEN ENTER).

QUEEN: The peasants again! What are you doing? Caught you in the act.

KING: (LOOKING AT THE DOLLS) They seem to be playing with dolls, n'dear.

43. 2 B

~~T.2-S. STEVEN/DODO~~

QUEEN: I can see that - the point is - what are they doing with them?

44. 3 D

~~Deep 4-S.
KING/QUEEN/DODO/STEVEN~~

DODO: (TO STEVEN) They seem very real. (TO THE QUEEN) We're going to use them to test the chairs.

QUEEN: Test them!

DODO: Yes, six are dangerous, only one is safe. You know, I feel very foolish talking to a playing card. /

45. 1 A

~~MS QUEEN.~~

PULL BACK with her to below chair 6. DODO is crossing to L. STEVEN C. bgd.

QUEEN: Playing card!

DODO: Well, aren't you?

STEVEN: I tell you, it's useless talking to them - they're only the products of the Toynaker's imagination.

46. 2 B

~~MCU QUEEN~~

(1 next)

PULL BACK as
she moves fwd.
KING in L.
end 3-S.
KING/DODO/QUEEN

QUEEN: (INDIGNANTLY) We're as
real as you are. Henry!

KING: (SHUFFLING FORWARD) Yes,
n'dear.

QUEEN: Let this wretched girl feel
your arm.

KING: Feel my arm?

QUEEN: (IMPATIENTLY PUTTING DODO'S
HAND ON HIS ARM) There child -
isn't that an arm? Not much of one
I grant you - but a real arm.

Widen to let
STEVEN in

DODO: It is - Steven - these are
real people. Feel his arm.

STEVEN: I'll take your word for it.
Well - if you're real people, how
did you get here - and how did you
get in that ridiculous costume?/

47. 1 A
MS KING

PULL BACK with
him to chair 7.
QUEEN into
shot L.

KING: Take too long to explain,
n'boy - but we're victims of the
Toynaker, same as you. Now for
instance, if I were to sit in this
chair, I expect ...

(HE IS ABOUT TO SIT.
THE QUEEN SCREAMS)

QUEEN: Don't sit there - we don't
know!

KING: No, of course, we don't, do
we.

48 2 B
MCU QUEEN

QUEEN: (IMPETUOUSLY) We'll have to
use the dolls./ Let's each choose a
doll and then we can take it in
turns to test a chair. Then we'll
find out the answer even quicker./

49. 1 A
2-S. DODO/STEVEN

DODO: But we found the dolls -
they're ours! And we're supposed to
be playing against each other.

50 2 B
MS QUEEN

PAN QUEEN L.
round to 3-S.
DODO/STEVEN/QUEEN

QUEEN: But that can't be right.
There are four dolls and four of
us - we must be meant to have
one each. That's only fair.

51. 1 A

MCU KING
PULL BACK with him
to end 2-S.
DODO/KING

KING: Then we all have a chance
to test a chair before sitting on
it ourselves.

52. 2 B

T.2-S. DODO/STEVEN

DODO: What do you mean one
each! That about -

STEVEN: (QUICKLY CUTTING HER OFF)
It's all right Dodo.

DODO: But what about?

3 back to C

A to pos. 3

(SHE INDICATES THE
CUPBOARD WHICH CONTAINED
THREE DOLLS)

STEVEN: Never mind. I'll
be all right. (UNDER HIS BREATH)
Keep quiet.

(TO KING AND QUEEN) Go ahead
and choose your dolls.

53. 1 A

3-S. DODO/STEVEN/
KING

DODO: (AT STEVEN) I don't
understand ... what about the
others ...?

54. 2 B

MCU KING

KING: Now don't you fuss
yourself, n'dear. The point of
the game is to see who picks the
chair that isn't dangerous.
Whoever that is wins - you get
your Tardis back; we get our
liberty.

55. 1 A

2-S. DODO/STEVEN

STEVEN: They're right, Dodo,
choose your doll and keep quiet!
(SLIGHTLY WEIGHTED) We will
try our luck in the other room.
Come on.

DODO: Very well.

56. 2 B

MS KING

(SHE GROGGIES AND
PICKS UP A DOLL)

PAN him L. and
PULL BACK to end - 18 -
4-S. STEVEN/DODO/QUEEN/KING

KING: Oh, are you going?

(1 next)

STEVEN: We'll see you later.

QUEEN: I thought we were all going to play this together.

57. 1 A
2-S. STEVEN/DODO

STEVEN: As there are seven chairs, I thought that Dodo and I might try our luck in the other room. Then we'll all have an equal chance.

KING ^{O.O.V.}: Certainly. Anything you like. Good luck.

Let STEVEN go L.
Hold DODO then
PAN her L.
See them go down
passage

(STEVEN CROSSES TO
THE PASSAGEWAY AND
CALLS TO DODO)

STEVEN: Come on, Dodo.

DODO: All right. (CROSSLY)
I'm just coming. They're
so big ...

58. 2 B
2-S. QUEEN/KING

(THEY LEAVE) /

RETAIN 2-S. as
QUEEN moves to
below chair 6.

KING: Charming couple, aren't they?

QUEEN: It's not very charming to be told you're not real. I was not amused. Now, which chair?

KING: (GEEING) None of them look like my throne, n'dear.

QUEEN: Then just pick one at random.

59 1 A
MCU KING
PULL BACK with him
to chair 7. End 2-S.
QUEEN/KING

(THE KING CLOSSES HIS EYES
AND BENY-BENY-MINY-MOS
AT THEM - IS ABOUT TO PUT
HIS HAND ON ONE)
KING: This one.
QUEEN: No! Henry - put the
doll on it!

60. 2 B
MS Doll and chair

(THE KING CROSSES TO THE
CHAIR, no. 7, AND PUTS THE
DOLL ON IT. IT IS
INSTANTLY CLAMPED DOWN AND
BEGINS TO VIBRATE FURIOUSLY)

61. 1 A
2-S. QUEEN & chair

QUEEN: Henry!

(4 next)

6. INT. FIRST CHAIR ROOM

62 4 C (THE JOKER AND CYRIL ARE /
M.2-S. STEVEN/DODO BOTH ASLEEP: CURLED UP /
entering. PULL BACK AT THE BOTTOM OF THE ROOM.
with them to see STEVEN AND DODO ENTER
JACK/JOKER sitting CARRYING THEIR DOLLS.
below chair 2. THEY SEE THE SLEEPING PAIR.)

STEVEN: Oh, not more playing cards.

DODO: They look rather sweet,
don't they (LOOKING AT THEM) -
A Jack and a Joker.

63 3 C
T.2-S. STEVEN/DODO.

REPLACE DOLL
ON CHAIR 7

STEVEN: Leave them alone, and
concentrate. You nearly gave the
game away in the other room.
They think that there are only four
dolls. If everyone picks the
wrong chair with the dolls, then
we are going to need those others.
That's why I wanted you to keep
quiet about them.

DODO: Is that fair - I mean, they
seem quite nice and friendly.

STEVEN: Can't you remember that
we must win every game! Other-
wise we'll never get the Tardis
back. This is not a children's
party. This is as dangerous
as meeting the Monoids. Only
this time we haven't got space-
guns. We've only got our wits.

PULL BACK as DODO
moves fwd. to
wider 2-S. RETAIN
by CRABBING L. as
she crosses below
chair 3 to L. of it.

DODO: I'm sure that if we
explained that, then the King and
Queen would help us.

STEVEN: They belong to the
Toynaker. Remember that.
And he wants to keep us here -
or at any rate, the doctor.

DODO: Why?

STEVEN: I don't know and it
doesn't matter. The important
thing is that we must find the
Tardis before the doctor completes
all the moves of the game he is
playing. Now throw your doll into
a chair.

(4 next)

HOLD STEVEN as
he crosses R.
Lose DODO

DODO: Throw it?

STEVEN: Yes. There are six
"deadly" chairs, and I don't
want to see either of us caught
out by one of those. Throw
it and keep right out of the way.

Pick up DODO
Hold chair C.

DODO: "Very well.

64. 4 C
MCS Chair and
doll

(SHE THROWS HER
DOLL ONTO A CHAIR
MARKED THREE. / THERE
IS A FLASH, SOME SMOKE
AND BOTH OF THEM SPRING
BACK FROM THE CHAIR.

WHEN THE ATMOSPHERE
CLEARS THEY CAN SEE A
RATHER CHARMED SINGED
DOLL SITTING THERE). /

65. 3 C
MS DODO.
PULL BACK with
her to 2-S. with
STEVEN.
See JACK C.
bgd.

What happened?

STEVEN: Some kind of electrocution.
- Just as well you threw it.
That could have been us.

DODO: (GULPS) Yes. I see what you
mean by its not being a children's
party!

(CYRIL WAKES UP)

CYRIL: Party? Is it time for
tea yet? I smell crumpets
toasting. (LOOKS AT BURNED DOLL)
What's that?

(HE GETS UP QUICKLY,
LOOKS AT STEVEN AND DODO
AND NERVOUSLY BACKS
AWAY)

PAN JACK
R. to exit.
lose DODO.
HOLD STEVEN
round to behind
chair 2.
Lose JACK R.

DODO: Don't be scared of us.

(SHE MOVES TOWARDS HIM -
HE BOLTS INTO THE
PASSAGE TO THE SECOND
ROOM)

STEVEN: Stand by. I'll try
chair no. 1.

66 4 C
2-S DODO/STEVEN - 21 -

STEVEN moves
fwd. with Doll.
PAN him L.
HOLD 2-S. with DODO

(STEVEN THROWS HIS DOLL
ONTO CHAIR no. ONE. THERE
IS A FRANTIC WHIRRING
NOISE AND PASTER
THAN THE SIGHT CAN FOLLOW
A SORT OF BLADE SHOOTS
ACROSS THE BACK OF THE
CHAIR CUTTING THE DOLL IN
HALF. PART OF THE DOLL
TOPPLES TO THE FLOOR)

67. 3 C
MCU DODO

DODO: It's horrible./ The
~~Toy maker must be mad.~~ Do you think he
really wants to kill us?

Let STEVEN in R.
to T.2-S.

STEVEN: (INDICATING BROKEN DOLLS)
What do you think?

DODO: But what do we do now?

STEVEN: We go and get another
doll. We've got to get out of
this place.

DODO: But we can't go in there.

STEVEN: Why?

DODO: They'll know about the
three extra dolls then!

Bl. 2B. Cl. 1A.

7. INT. SECOND CHAIR ROOM

68. 1 (thru Chair)
3-S.
QUEEN/Doll/KING

(THE NOW-HEADLESS DOLL IS
STILL FURIOUSLY SHAKING IN
CHAIR no.7)/

QUEEN: Henry, turn the thing off.

KING: I don't think I can get
near enough n'dear.

(2 next)

(SUDDENLY THE CHAIR STOPS -
THE DOLL IS LITERALLY SHAKEN
TO BITS).

(CYRIL ENTERS -
SEES THE DOLL IN BITS -
REACTS) /

69. 2 B

MS JACK

PAN him R. end 3-S.

JACK/KING/QUEEN.

RETAIN as KING

moves fwd. in

front of JACK,

and JACK crosses

to behind QUEEN

CYRIL: I wish you'd stop this
silly game.

KING: There's a nice chair for
you over here (INDICATING NO.4)
my boy.

CYRIL: Did you hear him, mother?

QUEEN: Henry!

(CYRIL HIDES BEHIND HER) /

70. 1 A

MS KING.

PAN HIM R. to

collect doll and

back to chair 4.

KING: A harmless joke, my dear.
Well, let's try the other doll,
shall we.

R E C O R D I N G B R E A K

STRIKE CHAIR/DOLL

(HE PICKS UP THE OTHER

DOLL - CYRIL BACKING

NERVOUSLY AWAY AS HE

APPROACHES - AND THROWS

IT ON TO CHAIR No.4 -

BOTH IT AND THE CHAIR

SLOWLY FADE AWAY) /

MUSIC CUE 20
(19)

71. 4

Tight shot Chair/doll
superimposed over -

72. 1

FADE OUT 4.

PULL BACK to find

KING.

QUEEN: That leaves us chairs
number 5 and number 6. What do
you suggest we do now?

73. 2 B

MCU QUEEN

Let KING in L.

KING: Perhaps we had better see
how that young couple are making
out in their room.

QUEEN: They obviously haven't
found it yet - we'd have had a
visit from the Toynaker if they
had.

74. 1 A

3-S. KING/QUEEN/
JACK

KING: (TO HIMSELF) We need
two more dolls. / (HE LOOKS
REGRETFULLY AT CYRIL - NOW
UNCONCERNEDLY TUCKING INTO A
BANANA. SNAPS HIS FINGERS)
I know - the fool!

(74 on 1)

- 24 -

75 2 B QUEEN: / How you can think of
M.2-S. KING/QUEEN entertainment at a time ...

(SHE FOLLOWS HIS GAZE TO THE REMAINING CHAIRS)

PAN them L.

Oh, I see, of course, the fool!

KING: Precisely, n'dear.

76. 1 A ~~Deep shot over JACK~~ (HE OFFERS HIS ARM TO THE
to departing QUEEN - THEY LEAVE. / CYRIL
KING/QUEEN BACK FEARFULLY AT THE
CHLIRS - SCUTTLES AFTER THEM)

MUSIC CUE 19
(20)

4C. A3. 3C.

8. INT. FIRST CHAIR ROOM

(STEVEN IS LYING PARTLY UNDER THE LAST UNTRIED CHAIR, No.2. HE PUTS A TENTATIVE HAND UP TOWARDS IT)

77. 4 C ~~TELETYPE HAND UP TOWARDS~~
 Low 3-S. (IT)
 DODO R.
 JOKER lying in
 front of rostra. DODO: No! Steven! Be careful.
 STEVEN half under
 chair 2.

DODO: No! Steven! Be careful.

78. 3 C STEVEN: (CRANKS OUT) You can't tell a thing by looking at it. He'll have to get those other two dolls.

DODO: (LOOKING ALONG THE CORRIDOR)
The King and Queen are coming here.

STEVEN: (QUICKLY) Good. I'll try and distract them - hold them here while you slip along to the second room, and try the other two chairs. If they are deadly sisters - this must be the right one.

79. 4 C (THE KING AND QUEEN ENTER -
Group shot. FOLLOWED BY CYRIL)
STEVEN/DODO/KING/
JACK/QUEEN

KING: (SURVEYING THE CHAIRS) Ah, one chair left to try, I see.

QUEEN: (TO DODO) Why don't you try it, girl?

(3 next)

- 24 -

let QUEEN go R.

DODO: (CHEEKY) Why don't you?

(THE QUEEN TURNS HER BACK
ON DODO)

HOLD STEVEN/KING fwd.

STEVEN (TO THE KING) So you've
had no luck either?

PULL BACK with KING
as he crosses to JOKER.
Lose STEVEN
PAN DOWN with KING'S
foot to JOKER
and HOLD JOKER up
to 2-S. with KING

(STEVEN TAKES HIM BY THE
ARM, TURNS HIM AWAY -
NODS TO DODO - WHO RUNS
DOWN THE CORRIDOR)

And you're out of dolls too -
it looks like stalemate.

KING: Not quite, n'boy. We still
have another card to play - if
you'll pardon the expression.

(HE LOOKS DOWN AT THE
SLEEPING JOKER - STIRS HIM
WITH HIS FOOT. THE JOKER
STIRS SLEEPILY, AND SLOWLY
CLIMBERS TO HIS FEET)

JOKER: What goes up the chimney
down - but can't go down the
chimney up?

80. 3 C
3-S. JOKER/KING/QUEEN
profile.
Let QUEEN go R.

KING: No. No. - my dear fellow.
Not work! / We want your advice.
Don't we, n'dear. (TO QUEEN).

QUEEN: Advice from a fool?

KING: (A BURNING GLANCE) To pick
our new throne, n'dear. Now for
instance - what would you say to
this fine chair?

STEVEN in R.

(THE KING LEADS THE JOKER
TO CHAIR No.2. STEVEN GRASPS
WHAT THEY ARE UP TO -
STEPS IN FRONT OF THE CHAIR)

81 4 C
4-S. JOKER/STEVEN/
DODO/KING

STEVEN: No you don't. Not in
this chair.

(DOD RE-ENTERS EXCITEDLY -
GOES TO STEVEN)

(3 next)

DODO: Steven, the cupboard with
the other three dolls. It's locked.
I can't open it.

STEVEN: You must - it was open before.

Let QUEEN in R. QUEEN: Three more dolls!

KING crosses to R.

KING: And you were keeping them from us?

TIGHTEN on STEVEN/DODO/QUEEN

QUEEN: Cheats!

STEVEN: You can talk - after what you were about to do to that poor fellow.

82. 3 C
2-S. JOKER/KING

JOKER: What's that?

PULL BACK with KING and PAN him R.
Lose JOKER. Find QUEEN. See GROUP leave.
JOKER crosses R. to L.

KING: Nothing, my dear chap. Come with us. We can't leave you in such company.

QUEEN: Certainly not. Come Cyril!

83. 4 C
3-S. STEVEN/DODO/JACK (THEY LEAVE. CYRIL PUTS HIS TONGUE OUT AT STEVEN. THE JOKER FOLLOWS MUTTERING "POOR FELLOW" TO HIMSELF)

84. 3 C
MS STEVEN. STEVEN: Now you've done it. Handed the game to them on a platter. If the right chair is not this one - we've lost the game.
PULL BACK with him to below chair 3.
DODO follows L. to 2-S.

DODO: I don't see that.

4 to D.

STEVEN: (EXPLAINING) They have two chairs left, right? They'll get the Joker to sit on one. If that's not the right chair - the other must be!

RETAIN 2-S. as DODO crosses to chair 2

(STEVEN TURNS AWAY IN DISGUST. DODO LOOKS SADLY AT HIM, TRIES TO SPEAK, THEN, UNSEEN BY HIM, GOES OVER TO No.2 CHAIR AND STARTS TO SIT DOWN).

9. INT. TOYMAKER'S PRIVATE OFFICE.

TELECINE SEQUENCE 'L'

(THE TOYMAKER IS
WATCHING WHERE
THE DOCTOR OUGHT
TO BE. HE IS
SMILING BLANDLY)

TOYMAKER: You see it's quite
easy when you try and don't
let yourself be distracted
by your young friends. You've
been moving along very satisfact-
orily.

(WE SEE THE TALLY
RECORDER IT
REGISTERS HIS
MOVES AS 688.
ON CORNER 'A' ARE
COUNTERS 81 ON 'B'
ARE NINE SIX FIVE
TWO AND ON 'C'
ARE 0743. The
DOCTORS HAND MOVES
THE COUNTER TWO
ONTO THE COUNTER
THREE AND THEN
THE COUNTER ONE
ONTO THE COUNTER
TWO.

THE TALLY-
RECORDER REGISTERS
(90 MOVES)

It is especially commendable
considering that young Dodo
has chosen to sit in the
wrong chair. (cont...)

9. INT. ^{4D}TOYMAKER'S OFFICE (cont'd.)

85. 4 D (SHE TOYMAKER LOOKS UP
AT THE SCANNER AND
MCU Screen HE SEE DODO SITTING /
(3's shot fed to IN CHAIR No.2)
SCANNER) S.O.F.
TOYMAKER: / The freezing chair.

10. INT. ^{A3. 3C. 4C}FIRST CHAIR ROOM

86 3 C
MS DODO and
chair

MUSIC CUE 22
(21)

Let STEVEN in R.

DODO IS BY
CHAIR NO. 2. SHE
IS JUST SITTING
DOWN. SHE
LETS OUT A CRY.

STEVEN SPINS ROUND).

STEVEN: Dodo - you fool!

4 to C

(HE RUSHES ACROSS
TO HER ONLY TO
GET WITHIN A
FEW FEET AND
FIND THAT HE IS
STOPPED BY AN
INVISIBLE WALL)

(4 next)

DODO: Steven - I'm cold ...
all the way through.

STEVEN: Stand up! I can't get
to you. there's some sort
of barrier --

DODO: Help me, I'm freezing ...
I can't move ...

STEVEN: Stand up!

DODO: I can't.

STEVEN: You must ... there's
some kind of wall all round you.
Try You must try.

DODO: I think I'm turning into
ice - Steven!!

STEVEN: Fight the cold - fight it!
You must get out of that chair.
Fight it, Dodo.

(STEVEN EXTENDS HIS HAND.
DODO GRABS IT. STEVEN FREEZES)

DODO: It's no use, Steven. It will
freeze you as well.

STEVEN: We must beat it. Quick now,
one pull, together.

DODO: You can't.

STEVEN: We must now!

(HE PULLS DODO/OFF THE CHAIR)

87 4 C
T.2-S. DODO/STEVEN

DODO: Thank you .. thank you, you
did it.

STEVEN: We did it together.

DODO: No I couldn't move at all.
I didn't do a thing.

STEVEN: Well thank goodness you're
all right. The doctor would never
forgive me if anything happened to
you.

DODO: But, Steven - we've lost!

(87 on 4)

B1. 2B. C1. 1A.

11. INT. SECOND CHAIR ROOM

88. 2 B
3-S. QUEEN/JOKER/KING (THE KING AND QUEEN ARE
STANDING BY CHAIRS 5 AND 6 /
WITH THE JOKER. CYRIL
IS STUFFING HIMSELF
WITH BANANAS IN THE
BACKGROUND).

KING: Much better choice in here.
Now give us your honest opinion -
which is the better throne.

JOKER: (A LITTLE SUSPICIOUSLY,
EXAMINES THE TWO CHAIRS) Perhaps,
that one! (POINTS TO NO.6)

KING: (LOOKING AT IT) No.6, eh?
Good, Good. But there's only one
way to really test a chair,
isn't there? You can't tell much
by just looking.

(THE JOKER LOOKS SUSPICIOUSLY
OVER AT THE PIECES OF
BROKEN DOLL ON CHAIR NO.1)

HOLD JOKER to
chair 6.
lose QUEEN

QUEEN: Come on, fool. We haven't
got all day.

JOKER: (SHAKING HIS HEAD AND
MUTTERING TO HIMSELF) Poor fellow?
Poor fellow? (HE GOES TO SIT DOWN
ON CHAIR NO.6.)

89. 1 A
MCU JACK (CYRIL GIGGLES. THE JOKER
STOPS AND LOOKS AROUND AT
HIM).

90. 2 B
2-S. KING/JOKER JOKER: (SUSPICIOUSLY) What's he
laughing at?

91. 1 A
MCU JACK QUEEN: (Warningly, to Cyril)
Let QUEEN in L You're not laughing - are you?
to 2-S.

92. 2 B
2-S. KING/JOKER (CYRIL SHAKES HIS HEAD
BUT CANNOT CONTAIN HIMSELF.
HE ROARS WITH LAUGHTER - /

JOKER: And they call me a fool!

(1 next)

KING: Sit down, my dear fellow.

let JOKER go L.

93. 1 A

3/S. JOKER/JACK/QUEEN.

See JOKER exit.

KING into shot R.

JACK exits.

HOLD KING & QUEEN

QUEEN crosses fwd.

JOKER: (MOVING AWAY) Not on
your life, sire. (HE BACKS AWAY
TO THE DOOR) A Joke's a joke.
I'm giving notice. You'll have
to try out your own chairs.

(HE EXITS)

(THE KING MOVES
THREATENINGLY TOWARDS
CYRIL - HE RUNS OUT
AFTER THE JOKER)

KING: Your son, n'dear.

QUEEN: Now what do we do.

4 to D.
Table

KING: Nothing else for it -
you'll have to try it.

QUEEN: (MAJESTICALLY) I?

KING: (HASTILY) One of us, I mean.
We'll have to draw matches.

(HE BRINGS OUT A BOX OF
MATCHES)

QUEEN: I don't trust your matches.
(BRINGS OUT A COIN) We'll have
to toss for it. Heads! (SPINS IT)

KING: You forget. I know that
coin, n'dear. Its got two heads.

QUEEN: Then?

KING: We'll both sit on a chair.

QUEEN: If we go - we go together.

KING: My love.

94. 2 B

M.2-S KING/QUEEN.

HOLD THEM to chair 6

(THE KING OFFERS HER HIS
HAND. THEY GO OVER TO
CHAIR NO.6 AND SLOWLY SIT
DOWN).

(THE CHAIR COLLAPSES,
ENTANGLING AND IMPRISONING
THE KING AND QUEEN)

MUSIC CUE 21
(22)

95. 1 A
MS. STEVEN/DODO (STEVEN AND DODO ENTER)

DODO: Oh, the poor things. We
must get them out.

STEVEN: (LOOKING AT CHAIR No.5)
Not just now!

DODO: (CATCHING ON) You mean?

STEVEN: That must be the one.

96. 2 B (HE GOES OVER AND SITS/ LIGHT FX
MS Door. 4. DOWN. JUST AFTER HE SITS
CUPBOARD SLIDES OUT.
(THE ONE THAT HAS NEVER
BEEN OPENED) IT LOOKS
EXACTLY LIKE THE TARDIS)

RECORDING BREAK

SET DOOR

97. 1 A DODO: (JUBILANT) We've won!
2-S. DODO/ There's the Tardis. As soon as
STEVEN. the Doctor wins his game we
can go. Oh, we're safe!
We're safe! We've won.

PULL BACK with (SHE RUSHES TO
her to cupboard THE CUPBOARD AND
OPENS THE DOOR.

98. 2 B IT OPENS EASILY.
MS DODO and INSIDE IT IS A
open door. PERFECTLY
ORDINARY POLICE
TELEPHONE BOX)

1 pull back

Let
STEVEN in

Oh no ... It can't be ... It's
got to be the real one. Oh,
no. It's happened again.
Oh, dear.

(STEVEN JOINS DODO)

(1 next)

99. 1 A STEVEN: This must be another
of the ones the toynaker made.
MCS. DODO/STEVEN
inside cupboard (HE GOES INSIDE
AND SEARCHES)

Nothing. Absolutely nothing.
What now?

CLEAR KING & QUEEN
SET CARDS.

DODO: You know we didn't really
sort out the last riddle. About
calling the servants.

STEVEN: Let's try it again.
You never know.

100. 2 B (HE COMES OUT OF THE BOX)
MS. STEVEN Dolls! Dolls! Wherever you are,
come out!!!

101. 1 A (SUDDENLY THE
TELEPHONE RINGS. /
T.2-S STEVEN/DODO STEVEN ANSWERS IT) PHONE
with 'phone

TOYMAKER: (V.O.) You're doing
better than I thought, but don't
rest on your laurels. The
doctor is succeeding even faster
than you.

Time and luck are running out.

Here is the next clue:
"Hunt the key, to fit the door
That leads out on the dancing floor.
Then escape the rhythmic beat,
Or you'll forever, tap your feet."

(THERE IS A CLICK
THEN A DIALLING
TONE)

DODO: He's gone ...

(2 next)

(STEVEN PUTS THE
RECEIVER BACK AND
WHEN HE HAS DONE SO
THE BLACK WALL OF
THE POLICE BOX SLIDES
AWAY REVEALING A
DARKENED PASSAGE.

(DODO TURNS BACK TO LOOK
AT THE CHAIRS. ON ONE
OF THEM ARE TWO PLAYING
CARDS).

102. 2 B DODO: Look, Steven!
MCU Cards
on chair 6.

103. 1 A STEVEN: (TURNS TO LOOK) I said
that's all they were.
MS FOTO/STEVEN

DODO: (A LITTLE SADLY)

CARDS FALL

STEVEN: Never mind now - the next
game - come.

(STEVEN QUICKLY LEADS
DODO DOWN IT. AS THEY
GO WE HEAR DODO CRYING:)

DODO: (GOING AWAY) Dolls!
Dolls! Wherever you are, come
out!!!!

104. 2 B High shot of set and
falling cards.
See DOLLS come out
PAN them R.

(WE PULL BACK INTO THE
ROOM TO SEE THAT ALL FOUR
CUTBOARD DOORS ARE OPEN
AND THE THREE DOLLS
ARE MOVING JERKILY OUT
OF THEIR CUTBOARD AND
ACROSS TO THE POLICE BOX
PASSING THROUGH AFTER
THE OTHER FOUR.)

MUSIC CUE 23

105. 4 D MCU Top of trilologic
table.

SUPOST SLIDE - Caption:
Next Episode "The Dancing Floor"

MUSIC CUE 15

SUPOSE CAM Roller

(THE ROLLER STARTS:

Hunt the key, to fit the door
That leads out on the dancing
floor.

Then escape the rythmic beat,
Or you'll forever, tap your feet)

SUPOSE CAM Captions:

FADE OUT

- - - -